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## **AROUND THE TABLE WINS A TILLYWIG BRAIN CHILD AWARD FOR SPARKING LIVELY TALK AMONGST THE JUDGES**

Eureka, MO (June 12, 2009) – The judges at the Tillywig Toy & Media Awards had a “eureka” moment when they realized they were much more chatty amongst themselves than usual. The reason? They were playing with Around the Table’s irresistible conversation starter, *Family Talk 2*. The toy company ironically hails from Eureka, Missouri and after a lively discussion, the judges pronounced them winners of this season’s Tillywig Brain Child Award.

Already a winner of The Teachers’ Choice Awards and Dr. Toy’s 100 Best Children’s Products, *Family Talk 2* like its earlier model, *Family Talk*, is an inexpensive, portable card game from Around the Table Games. It’s been reaping huge benefits among folks who may sit together often but rarely, truly converse together. Simply pick a card, ask the question and get an insightful (perhaps even hilarious) glimpse into the hearts and minds of people you assumed you already knew. Play in the car, at the dinner table, on vacation or at a party. *Family Talk 2* maximizes those fleeting moments of family togetherness.

In order to be selected as a Tillywig award winner, a product must be determined to have high entertainment and/or educational value. Tillywig's awards program provides retail buyers, news media, parents, and consumers with product information and reviews of superior children's products available in today's marketplace. After extensive testing, the judges may bestow three different awards – Top Fun, Brain Child and Sterling Fun -- to a child's product currently on specialty toy store shelves.

Products tapped for the *Brain Child Award* are exciting products that energize the mind while seamlessly blending fun and learning. Around The Table’s *Family Talk 2* struck a lively conversation among the Tillywig Toy & Media Award judges.

### **Family Talk 2 – Game • \$9.99 • Ages 3 & Up**

*Engaging family members in stimulating, meaningful, or entertaining conversation can seem a challenge if for no other reason than that we think we already know everything about those closest to us. That's where Family Talk 2 comes in. The game-play is simplicity itself. Pick a card, ask a question. When we played, our biggest problem was that we couldn't get people to stop talking, which of course is not a problem at all. The questions are surprisingly varied and open-ended, and of the sort to which there is no such thing as a wrong answer, factors that contributed mightily to the game's success in getting the conversation flowing. There are 100 question cards, durably made and bound by a metal ring, making for a highly portable conversation-starter that can be played anytime, anywhere.*

### **ABOUT TILLYWIG**

Dan Levy, founder of Tillywig Toy & Media Awards knows all about the ins and outs of toy contests as the founder of Ruckus™ and Pile it™ card games, past winners of multiple national awards from ASTRA Best-for-Kids Toy to TD Monthly’s Top 10 Most Wanted Card Games. Tillywig’s annual Toy Awards tests children’s products from toy, audio, book and dvd divisions. Most impressive for the winners is the pledge that the annual winner's list is sent directly to more than 2,000 toy buyers prior to the critical 4th quarter.

## **ABOUT AROUND THE TABLE**

Creator and owner of Around the Table games, Beth Daniels was blessed to have her grandparents and great-grandparents in her life for decades. In fact, the first “version” Daniels made of her *Family Talk* game was a simple pad of paper passed around the table at a Christmas family dinner where she invited everyone to jot down questions for Great Grandma.

As an occupational therapist, wife and mother of two, Daniels understands all too well how active lives and busy schedules can prevent families from sharing the anecdotes and folklore that make a family a family. That’s why she created *Family Talk*, *Family Talk 2* and *Grandparent Talk* games as a fun way for families to reconnect. This year, kid-invented *Teen Talk*, *Camp Talk* and *Buddy Talk* provide kids opportunities to connect with each other.